

The Intergalactic Wargame of  
Great Armored Fighting Machines

# MAATAC<sup>\*</sup>



Superior  
Models inc. <sup>®</sup>

CLAYMONT, DE

\* Multi-functional Armed & Armored  
Tactical Attack Computer<sup>©</sup>L

# MAATAC<sup>®</sup>

THE INTERGALACTIC WARGAME OF  
GREAT ARMORED FIGHTING MACHINES

Written by  
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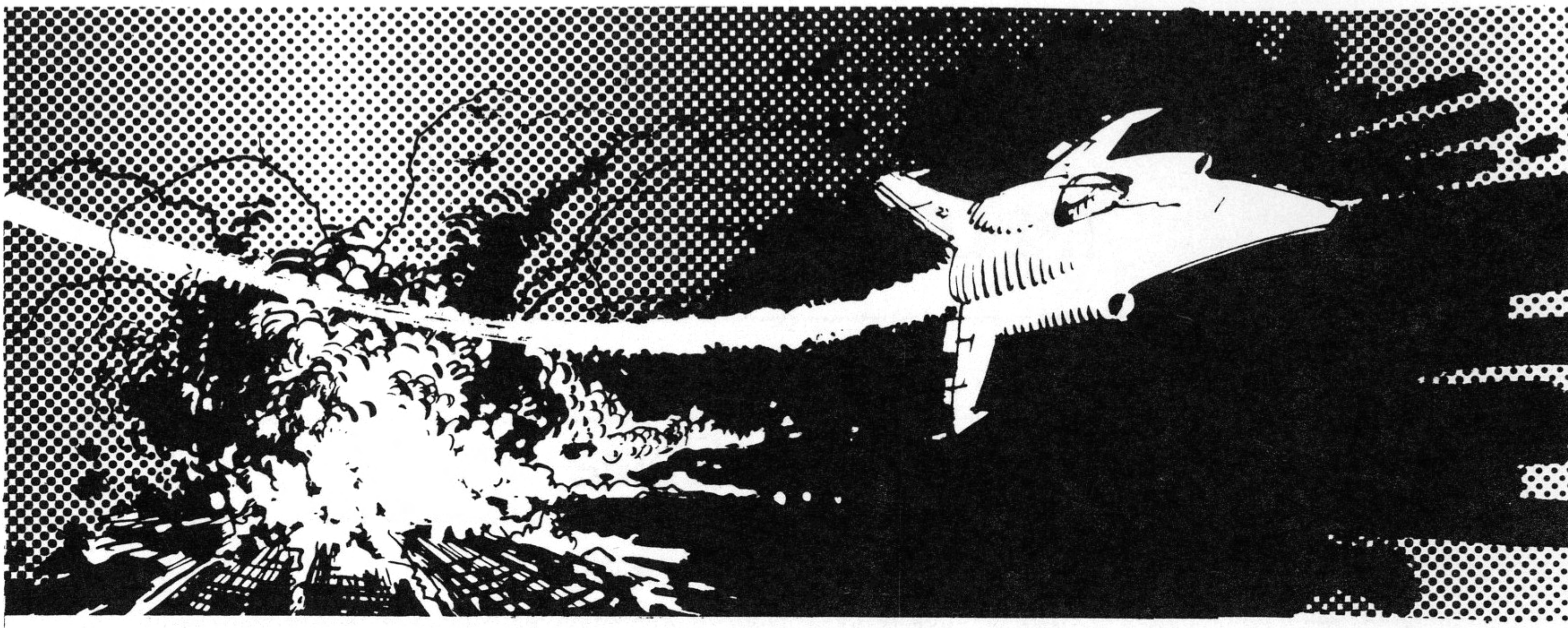


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## INTRODUCTION

Many of the finest science fiction stories written have concerned themselves with the interaction of various galactic races and their ensuing wars. Starship Troopers by Heinlein is a classic with humans warring with arachnids (entomaliens). Other stories such as BOLO by Keith Laumer have dealt with different weapons and their development. Keeping these many stories in mind we have developed a land-based wargame using the Five Worlds introduced in Starfleet Wars.<sup>©</sup>

MAATAC gives a player the characteristics of the armor, personnel, and air units of Five Worlds to invade enemy planets, rid them of their defending forces, and establish bases on the newly conquered planet to exploit its' resources. Armor campaigns can be set up as set-piece actions, fought in conjunction with Starfleet Wars.<sup>©</sup> or any number of other possibilities. How different worlds are allied (if you want them to be allied) and the number of units involved are all up to you. We have given you the rules to fight the game but you design the scenarios to be fought.

Having fought for thousands of years it is difficult to think of the demise of either cavalry or infantry. It is probable that each will retain its importance in future conflicts. The cavalry, or armored units, are introduced in the basic game. Future MAATACs (Multi-functional Armed and Armored Tactical Attack Computer) may utilize field-generated screens and not solely armor plate. Their weapons will include lasers and particle weapons. They will be highly automated, maybe totally so. The infantry might have individual armor and a variety of light weapons. The infantry may be robotic in nature. We have introduced both types in the advanced and tournament games. They are grouped in ten man squads and have been given a single laser factor in the interest of playability.

The third component of the game is air support. This is introduced in the advanced game and expanded in the tournament version. Close air support at the right moment could give victory to your forces.

What factors are future land campaigns based on? We took several different ideas and blended them into a playable game. Basically, you must achieve a hit in a vital area and penetrate it to cause the loss of that unit. The percentage of hits made on targets in the future will undoubtedly be very high considering the tremendous progress current technology has made in this field. Will the high percentage of hits be effective? We think not. The hit and penetration tables reflect the difficulty in making effective hits on heavily shielded units. Generally the larger the unit the more effective its' defensive shielding. In the case of the personnel units the penetration factor represents the probability of nullifying ten individuals. Air support is treated much like the vehicles in having field-generated screens, lasers and particle weapons.

Each power has developed land forces suited to their own individual requirements and using different construction techniques. The following is a synopsis of these forces.



The Terran forces are generally well armed and armored and possess medium speed. Moving on massive tracks they are able to conquer all but the most difficult terrain. The vehicles are armored with up to 6 cm of Impervium armor and armed with a variety of lasers. Each carries several observers and robotechs for maintenance and repair. As with all Maatacs now in service they require no crew for movement, fighting, or making tactical decisions on the battlefield. Great reliance is placed on the Robotic Infantry and air support to help overcome tough defensive positions. It is the combination of these forces at the right moment that has made the Terran forces so effective.

The Entomalian Maatacs are well armored, adequately armed, and slow on the battlefield. Their tremendous masses of infantry are used as shock troops with the vehicles supplying fire support and acting as a defensive line to fall back upon. While the Maatacs are slow they are next to impossible to stop because of their multiple telescopic armatures. These 'legs' are used for propulsion and many must be hit before the vehicle can be slowed. They can raise and lower themselves to great heights and are most effective in the hull down position. The Bugs prefer planets with a great deal of vegetation making other powers vehicles' effective speeds no more than that of the Entomalians.

Conversely the Avarians have the fastest Maatacs currently produced. They are all hovercraft, consuming a great deal of energy in moving. They are relatively easy to stop because the loss of a turbopan or engine leaves the vehicle short of the necessary power to lift itself. This is causing the Avarians to investigate other modes of propulsion. The Avarians use the Hellbat as a command post to coordinate their other ground units. With the Hellbats tremendous sensor range it is difficult to achieve tactical surprise over the Avarians. These tactics are reminiscent of those used in the desert in World Wars Two and Three. Indeed, their small, flat planets lend themselves to this type of warfare. Their Robotic Infantry is both fast and well armed. If encountered in large numbers the best tactical solution may be to retreat.

The Carnivores have a dual propulsion system. Wide tracks place forward give them good speed over open ground while some vehicles have rear placed studded wheels providing lift and drive in wetlands. While they are well protected their vehicles lack heavy laser power. These considerations dictate the tactics of close range combat where their preponderance of particle weapons can overwhelm the target. Their regular troops are barbarous and spare no one on the battlefield. Either you achieve victory over the Carnivores or face annihilation.

The Aquarians have some tremendous defensive advantages. Their vehicles move on mobile rolling spheres that also serve as ballast tanks when the vehicle is submerged. Since their cities are covered with water they only emerge on advantageous terms to battle isolated enemy units. There are no other Maatacs in any powers inventory capable of pursuing them to the ocean depths. Only air support is effective and they are limited in their underwater scanning capabilities. Troops can pursue, but since they are so slow, the Aquarian machines have no trouble in making good their escape. Their Maatacs are adequately armed and armored and possess a good turn of speed with redundancy in their propulsion system. Rumors have it that the Aquarians are considering an additional type of propulsion system to supplement the spheres. Their infantry is as well equipped as any, but are generally not used in large numbers.

We now turn our attention to a heretofore unknown section of the galaxy. The time is the near future. Twin suns are breaking up the darkness of the jungle planet Magmas II. Nestled in the lush green underbrush a FIREANT surveys the surrounding jungle with sensors finely tuned to receive all audio and visual input. Inside, the Entomalian observer casually glances at his instruments, confident in his powerful Maatac. Sensors pick up a low whine over the chirping and clacking of the denizens outside. The observer turns to adjust switches and the great turret swings to track the new sound.

Too late!



Twin explosions rock the FIREANT. Her hull splits neatly open like a pea pod and her turret dissolves in a molten mass of slag. Turbofans screaming, the attacking THUNDERBIRD sweeps by, cutting a wide path in the dense fauna, searching for new targets.

The 4th and last Interstellar Conflict has begun. It has no end in sight . . .

Certain equipment necessary for play has not been included in the game. These include several sharp pencils, a 6 foot tape measure and a protractor with a string, plus two 20-sided die of different colors.

## OUTLINE of PLAY in the BASIC GAME

1. Decide which vehicles and other units are to be involved on both sides.
  - a. Decide what the objectives of each force are to be in order to achieve victory.
  - b. Decide initial setup of each force.
2. Fill in the values on the Engagement sheets for all units involved.  
NOTE: Each player should use separate engagement sheets attempting to keep his opponent unaware of the extent of his damage.
3. Both sides move any or all units they wish simultaneously.
4. Both sides fire any or all their weapons as the range permits. Players alternate turns firing at each other.
5. Compute hits and record any weapons or speed lost on the engagement sheets.
6. Repeat steps 3 thru 5 until a) one side has attained its objective needed to win or b) one side retreats or c) one side is completely destroyed.

## ENGAGEMENT SHEETS/ DATA TABLES

The Data Tables provide the players with all the information they will need to fight a wargame. The engagement sheets are used to record this information and also to record damage to the vehicles. The following information should be filled in at the start of an engagement.

1. Name or I.D. Number of the vehicle or unit.
2. Speed of vehicle.
3. Armor classification — For the basic game fill in only the basic armor factor, for the advanced game fill in the hull and turret factors.
4. Number of particle weapon launchers and rounds on board (ROB's)  
NOTE: Advanced Game Only.
5. The number of lasers and type are entered by crossing off the excess boxes on the engagement sheet.  
ex. A Terran Maatac carries 3 heavy lasers. Under the heavy laser section of the table are seven boxes marked 0-6. Put an X thru boxes 6, 5, and 4 indicating 3 heavy lasers are mounted.
6. The mobility factor is entered in similar manner to the lasers.  
NOTE: Advanced Game Only.

As your vehicles suffer damage you will record loss of speed, guns, mobility factors, and particle weapon launchers on your engagement sheets by crossing out each box as a hit is scored.

- ex. The Maatac with 3 heavy lasers suffers two gun hits in one turn. Boxes 3 and 2 are crossed through indicating only one heavy laser left.



# MOVEMENT

In the movement phase each player may move any or all of his units. Players move their units simultaneously.

Units may move any speed up to their maximum speed as given in the Data Table. For each speed factor your vehicle may move one inch. (i.e. a vehicle with a speed of 4 may move up to 4 inches per turn.) A player may move his unit in any direction desired up to its' maximum speed.

# FIRING

Each vehicle may fire any or all of its weapons during this phase. (NOTE: Light lasers and particle weapons are not used in the basic game.) First, the distance between the firing vehicle and target vehicle is measured. For each weapon that fires roll the two twenty sided dice. The darker colored die is considered the firing die to indicate the chance of a hit. The light colored die indicates which section of the enemy vehicle was hit.

The number on the firing die is compared to the firing table (Table #1). Cross-index the range to the target with the type weapon you fired. You will find a box with a number in it at that junction. This number represents the minimum die roll you need with the dark colored die to achieve a hit. If the number on the firing die is equal to or greater than the number in Table #1, you have achieved a hit.

The second die's number is now compared to the vehicle section of the Damage Table (Table #2). This indicates which section of the target vehicle was hit, if a hit was achieved. If a mobility hit was achieved the vehicle loses its ability to move for the remainder of the game. If a gun was hit, it is assumed that the largest remaining gun on the vehicle has been lost. If a particle weapon launcher was hit, the target vehicle loses one launch factor for the remainder of the game (Note: Particle weapon launchers are used only in the advanced game. For the basic game consider a PW Launcher hit a gun hit instead). If the hull or turret was hit you now check the Penetration Table (Table #3) for the possible Maatac penetration and loss of the target vehicle.

Each vehicle has a basic armor classification given to it in the Data Table. The armor is classified by a letter code A thru H; A representing the toughest armor and H the weakest. The armor classification is cross-indexed with the weapon that achieved the penetrating hit in Table #3. In the box at that junction is the minimum die roll needed to achieve penetration. The two twenty sided dice are rolled with the dark colored die representing the first digit and the light colored die representing the second digit. If the number rolled is equal to or greater than the number in the cross-indexed box, penetration has been achieved and the target has been destroyed.

Ex. A Terran Maatac with a basic armor classification of "A" is struck in the hull by two shots from heavy lasers. The first penetration die roll is a 68, not high enough to achieve penetration. The roll for the second hit is a 91, high enough to achieve penetration and destroy the MAATAC. Non-penetrating shots cause no damage to the vehicle.

Note: Some vehicles lack turrets (a dash will appear in the turret column of the armor classification section of the data table) and are thus not susceptible to turret hits. Such hits are considered to be misses.

In this manner all of the players' vehicles shoot their weapons each turn. Players should alternate firing one vehicle's complete outfit of weapons, until all vehicles have fired. Each weapon may be fired once per turn.

Vehicles destroyed before they have returned fire may still return fire since firing is considered simultaneous. Destroyed vehicles may be turned over or have smoke fashioned from cotton placed on them to signify destruction.



# DAMAGE

Damage to the target is kept on the engagement sheet of the player whose vehicle it is. Each time a weapon has been hit, the next unchecked box is marked off to signify the loss of that weapon for the remainder of the game. This procedure has been described under the Engagement sheet chapter. In the basic game a mobility hit causes the loss of the vehicle's movement capability for the remainder of the game. A gun hit or PW Launcher hit causes the loss of the target vehicles largest remaining gun.

These are the basic rules for MAATAC. We suggest learning them thoroughly before incorporating any or all of the advanced rules into your scenarios.

# ADVANCED RULES

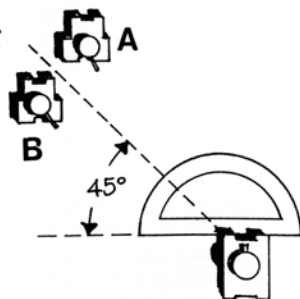
A slightly altered outline of play is used in the advanced rules. They are:

1. a. Decide which vehicles and other units are to be involved on both sides.  
b. Decide what the objectives of each force are to be in order to achieve victory.  
d. Decide initial setup of each force.
2. Fill in the values on the engagement sheets for all units involved.
3. Movement Phase.
  - a. Infantry Units move.
  - b. Vehicles move.
  - c. Aircraft move.
4. Entrenchment phase for Infantry Units.
5. Firing Phase
  - a. Laser fire from all units.
  - b. Aircraft fire particle weapons.
  - c. Surviving MAATACs, RAATACs (Robotic Armed & Armored Tactical Attack Computer) and Infantry Units fire particle weapons.
6. Damage Assessment Phase.
7. Repeat steps 3 thru 6 until a) one side has attained its objective needed to win b) one side retreats c) one side is completely destroyed.

# ARMOR CLASSIFICATIONS

In the basic game a vehicle's hull front, side and rear, and turret were all considered to have the same strength armor. The advanced game breaks this down to more accurately reflect a vehicle's probable armor distribution.

Penetration is computed exactly as in the basic game with the exception that you must determine whether or not your shot would have hit the front of the target's hull or its side or rear. To determine this set the front edge of your vehicle on a protractor. Run a 45° angle from the front corner of the target vehicle nearest the firing vehicle. If the firing vehicle is in the frontal arc (Veh. A) you have hit the front of the target's hull. If the firing vehicle is outside the frontal arc (Veh. B) you are firing at the side of the target's hull. The same procedure should be utilized when firing at a target's rear.





# MOBILITY FACTORS

Mobility Factors reflect a vehicle's capability to take hits in her propulsion system and still be capable of movement. A vehicle is considered capable of moving at its maximum speed until it receives its first mobility hit. Then the vehicle's maximum speed is that in the next unchecked box on the engagement sheet under mobility factors. At no time may a vehicle exceed its maximum speed.

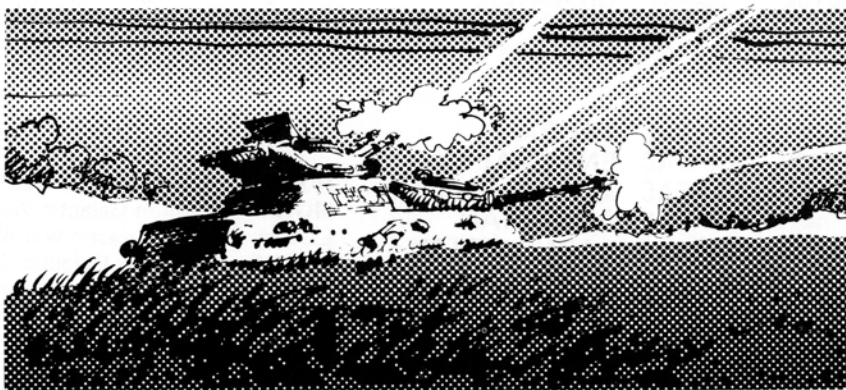
- ex. A Terran Maatac with a speed of 4 and a mobility factor of 6 takes a mobility hit. Its mobility factor is reduced to 5 but its speed remains 4. On the next turn it takes two more mobility hits. Its speed and mobility factors are now both reduced to 3.

## HULL DOWN

This is a term familiar to many people who have waged minatures. "Hull Down" refers to a position in which a tank places itself so that only her turret is exposed to enemy fire. This may be a depression, behind a hill or even next to a destroyed vehicle. In this position the hull and propulsion system are invulnerable to fire. The only portion of a vehicle in hull down position that can be hit are the turrets, guns, and PW launchers.

How does one know if a tank is hull down? This is determined by the terrain you have selected for combat. Many people make up playing areas on ping-pong tables or buy plastic terrain setups commercially available especially for 1:285 minatures. Before battle commences hills and trenches and depressions should be agreed to be hull down positions and any vehicle occupying it is hull down. Should vehicles be fired on while in a hull down position any hits made on the hull or mobility are considered to have hit the position or object in front of the target vehicle with no damage inflicted on the vehicle. If your terrain is relatively featureless you can roll the die on each movement turn for each vehicle that moves. A roll of 9 indicates your vehicle has found a hull down position. If your vehicle remains stationary the next turn it is still considered to be hull down. When it starts to move again it has abandoned the hull down position and must roll the die to find a new position.

Some vehicles may not be able to fire all their weapons in a hull down position. This is true of all lower hull mounted weapons and vehicles without turrets. These vehicles should be identified before the game commences to avoid complications during play. Conversely, while the non-turretted vehicles may not fire when hull down, they may not be fired upon either.





| Order No.                                                                          | Type       | Name           | SPD (inches) | Mobility Factor | ARMOR CLASSIFICATION |            |                  |        | ENERGY WEAPONS |               |              | PARTICLE WEAPONS |                       |
|------------------------------------------------------------------------------------|------------|----------------|--------------|-----------------|----------------------|------------|------------------|--------|----------------|---------------|--------------|------------------|-----------------------|
|                                                                                    |            |                |              |                 | Basic                | Front Hull | Side & Rear Hull | Turret | Heavy Lasers   | Medium Lasers | Light Lasers | Launchers        | Rounds on Board (ROB) |
|    | Terran     |                |              |                 |                      |            |                  |        |                |               |              |                  |                       |
| TT01                                                                               | * HGWM     | DEVASTATION    | 4            | 6               | A                    | A          | A                | A      | 4              | 2             | 6            | 3                | 18                    |
| TT02                                                                               | MGWM       | CONQUERER      | 5            | 4               | B                    | C          | C                | A      | 2              | 2             | 4            | 3                | 15                    |
| TT03                                                                               | LGWM       | MONARCH        | 6            | 3               | C                    | C          | D                | B      | 1              | 3             | 4            | 3                | 12                    |
| TT04                                                                               | DGWM       | THUNDER        | 5            | 3               | C                    | B          | D                | —      | —              | 3             | 4            | 2                | 8                     |
| TT05                                                                               | TCGWM      | LIGHTNING      | 8            | 2               | F                    | F          | G                | —      | —              | —             | 2            | 2                | 6                     |
|    | Entomalian |                |              |                 |                      |            |                  |        |                |               |              |                  |                       |
| ET20                                                                               | HGWM       | HELLBEETLE     | 3            | 6               | A                    | A          | A                | B      | 3              | 2             | 3            | 4                | 12                    |
| ET21                                                                               | MGWM       | TARANTULA      | 3            | 3               | A                    | A          | A                | A      | 1              | 1             | 5            | 4                | 12                    |
| ET22                                                                               | LGWM       | FIREANT        | 4            | 5               | C                    | B          | D                | C      | 2              | 2             | 2            | 2                | 10                    |
| ET23                                                                               | DGWM       | BLACK WIDOW    | 4            | 4               | C                    | B          | E                | —      | 1              | 2             | —            | 2                | 8                     |
| ET24                                                                               | TCGWM      | DRAGONFLY      | 7            | 4               | G                    | F          | G                | —      | —              | —             | 1            | 2                | 8                     |
|    | Avarian    |                |              |                 |                      |            |                  |        |                |               |              |                  |                       |
| AT40                                                                               | HGWM       | THUNDERBIRD    | 8            | 3               | B                    | A          | B                | A      | 4              | 2             | 4            | 2                | 16                    |
| AT41                                                                               | MGWM       | HELLBAT        | 3            | 2               | A                    | A          | A                | A      | 2              | 2             | 2            | 2                | 12                    |
| AT42                                                                               | LGWM       | DEATHHAWK      | 8            | 2               | C                    | B          | C                | —      | 2              | 2             | —            | 2                | 12                    |
| AT43                                                                               | DGWM       | FIGHTING COCK  | 8            | 2               | C                    | B          | C                | —      | 1              | 2             | —            | 2                | 8                     |
| AT44                                                                               | TCGWM      | CARRIER PIGEON | 8            | 1               | F                    | F          | G                | —      | —              | 3             | —            | —                | —                     |
|  | Aquarian   |                |              |                 |                      |            |                  |        |                |               |              |                  |                       |
| WT60                                                                               | HGWM       | SEA MONSTER    | 3            | 3               | A                    | A          | A                | A      | 3              | 2             | —            | 2                | 14                    |
| WT61                                                                               | MGWM       | DEADLY ORC     | 5            | 6               | B                    | A          | D                | B      | 1              | 2             | 2            | 2                | 14                    |
| WT62                                                                               | LGWM       | SNAPPER        | 5            | 5               | C                    | C          | C                | B      | 1              | 2             | —            | 2                | 12                    |
| WT63                                                                               | DGWM       | LEECH          | 6            | 4               | D                    | C          | E                | —      | —              | 2             | —            | 2                | 10                    |
| WT64                                                                               | TCGWM      | LAMPREY        | 8            | 3               | G                    | G          | G                | —      | —              | —             | 3            | 2                | 8                     |
|  | Carnivore  |                |              |                 |                      |            |                  |        |                |               |              |                  |                       |
| CT80                                                                               | HGWM       | POUNCER        | 4            | 4               | A                    | A          | A                | A      | 2              | —             | 2            | 6                | 24                    |
| CT81                                                                               | MGWM       | STALKER        | 4            | 4               | A                    | A          | B                | A      | 1              | —             | 3            | 6                | 18                    |
| CT82                                                                               | LGWM       | GNASHER        | 5            | 3               | B                    | C          | D                | A      | 1              | 1             | 5            | 5                | 15                    |
| CT83                                                                               | DGWM       | FANG           | 5            | 2               | D                    | D          | C                | —      | —              | 2             | —            | 4                | 12                    |
| CT84                                                                               | TCGWM      | CLAW           | 8            | 2               | E                    | E          | F                | —      | —              | 1             | —            | 4                | 10                    |

#### Robots

|      |        |             |
|------|--------|-------------|
| RB01 | RAATAC | TERRAN      |
| RB20 | RAATAC | ENTOMALIAN  |
| RB40 | RAATAC | AVARIAN     |
| RB60 | RAATAC | AQUARIAN    |
| RB80 | RAATAC | CARNIVORIAN |

\* HGWM Heavy Galactic War Machine  
 MGWM Medium Galactic War Machine  
 LGWM Light Galactic War Machine  
 DGWM Destroyer Galactic War Machine  
 TCGWM Troop Carrier Galactic War Machine  
 RAATAC Robot armed & armored, tactical attack computer.



DETAILED GALACTIC ARMOR CAST IN METAL FOR THE COLLECTOR AND WARGAMER



# INFANTRY UNITS

Personnel Units or Infantry Units (hereafter known as IU's) complement the AFV's and provide the manpower to hold fortifications, dig out and overrun immobilized AFV's, and secure rear areas. IU's may be carried by armored personnel carriers (APC's) at the rate of one IU per APC. Personnel units are considered to have a movement rate of one inch per turn. When carried by the APC's they travel at the APC's rate. For game purposes IU's have an armor classification of H. Each unit has ten men whose firepower is one PW Launcher with 4 Rounds On Board (ROB's) and one medium laser fired as in Table #1 under the Infantry and entrenched Infantry columns. Note that while the range remains the same for the two classifications the entrenched infantry has a better chance to hit a target. Firing of the particle weapon is done under the regular particle weapon column.

To become entrenched an IU must remain stationary for one turn and not fire any weapons that turn. On the next turn it is considered entrenched.

When firing at an IU the firing die is rolled to see if a hit was made and then the two dice are rolled again to see if "penetration" was achieved. This simply represents the chance of killing the IU. Table #2 is not used when firing at IU's.

IU's carried on board an APC can not be fired on, but the APC can be. If the APC is destroyed the IU is considered destroyed. To board an APC the IU and APC must be within one inch of each other. The APC may move part of its movement allowance and embark an IU and then continue moving. IU's are disembarked in the same manner. IU's may not embark and disembark in the same movement turn. IU's may entrench themselves upon disembarking but may not fire that turn. IU's embarked on an APC may not fire their weapons but the APC may fire its weapons.

IU's in a fortification assume the fortifications armor classification. IU's inside the fort may be fired on just as the fort may be fired on. If the fortification is destroyed, any surviving IU's within the fortification are destroyed. IU's may fire their weapons from within the fortification in addition to the fortification's weapons.

IU's may fire on vehicles in addition to fortifications and other IU's.

# AIR SUPPORT

A successful campaign may depend on adequate air support. Air support may be from a planet based airfield or a carrier type ship standing off in space. Note that the air-support craft used in this game are the same starfighters used in Starfleet Wars.<sup>©</sup> Therefore the starfighters are interchangeable between the two games.

Starfighters are considered to be equipped with both laser and particle weapons. The laser is fired using the Heavy Laser section of Tables #1 and #3. The laser may be fired only three times before you run out of available laser power (once per turn for three different turns). The particle weapons may be launched one at a time or all at once or in any combination. Particle Weapons may be launched at different targets at the same time. Thus it is possible for one starfighter to engage up to five different targets in one turn. If so desired, the particle weapons may be replaced with another heavy laser power pack. You may now fire your laser up to six times on six different turns but you will have no particle weapons. Starfighters may engage other starfighters.

Starfighters have a movement allowance of 20 inches per turn. Starfighters shot down in the laser fire phase may not fire their particle weapons. Starfighters have an armor classification of F for penetration purposes to determine if they have been destroyed.



# MINEFIELDS

Consistent with thinking for the past 40 years it is quite probable that minefields of some type will continue to be utilized for defense. Mines are capable of killing IU's, Raatacs and disabling vehicles.

We suggest that each side be allotted 20 mine factors. These should be disbursed in areas of four inches square (hereafter known as squares) and secretly marked on your playing surface. One factor per square is considered to have a 20% chance of being struck and detonated by a passing vehicle, Raatac or IU. Up to 5 factors may be allotted per square to achieve a 100% chance of knocking out enemy units. Once a factor has detonated it is considered used up and may not knock out other enemy units. Keep a careful record of intact mine factors in each area.

To determine detonation roll one die and consult Table Four. The number found in the box under the number of intact mine factors is the minimum number needed to be rolled to achieve detonation. Any vehicle that detonates a mine loses one mobility factor. Any Raatacs or IUs that detonate a mine are automatically destroyed.

If you detonate one factor the percent chance of detonating another is reduced according to the number of intact mine factors remaining in the square.

ex. A vehicle enters a square with 5 mine factors. It automatically detonates one and leaves the square. Another vehicle enters the square but it rolls the die and uses the column under the mine factor of four to see if it detonates a mine.

A vehicle or other unit only detonates a mine when entering a square. It does not detonate a mine when leaving a square. However, if it moves and still remains inside the square it must then roll the die to see if it has struck and detonated another mine.

Mines may be swept from an area by IU's. During the firing phase the IU announces they are sweeping the area. One mine factor per IU may be swept per turn. IU's may not use any weapons while sweeping. IU's can not strike mines while sweeping but they may be fired on by other units.

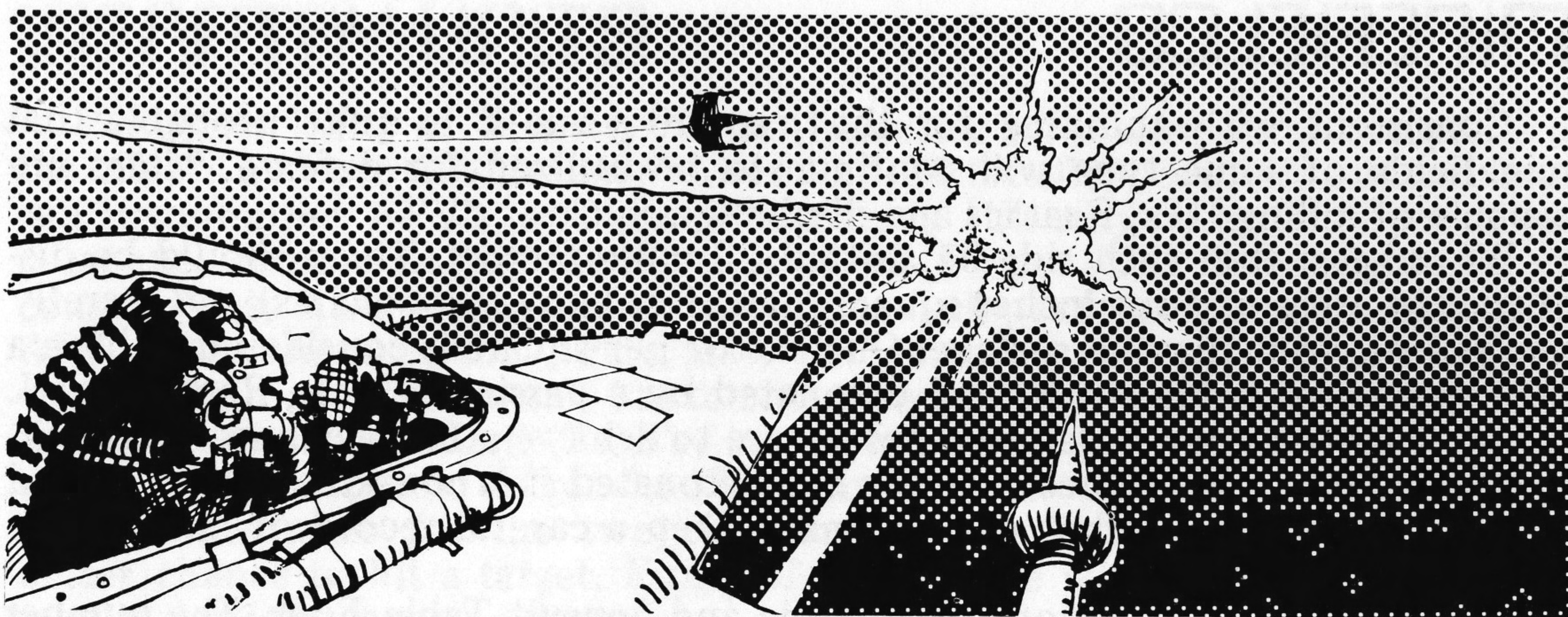
# FORTIFICATIONS

Fortifications may be constructed by IU's to hold rear areas or provide defensive strongpoints in the front lines. Fortifications may also be set up before the game commences. Fortifications constructed during the course of a game are limited in their power since they are more hastily constructed than carefully planned defenses created many years ahead of time. The number of turns it takes to construct a fort are given in Table #5 along with its armor classification and weapon allowance. If you decide that fortifications should exist before your scenario takes place you may make them any values you wish. A minimum of 15 IU's are needed per turn to build any fortification.

Note that unlike when traveling, in the APC's, IU's may add their firepower to that of the fortification. When firing on a fortification use Table #1 to determine hits, Table #2 under fortification to see what was hit, and Table #3 to determine penetration and destruction.

This is the end of the advanced game. Should you have anything that you wish to add or delete to the game feel free to do so. We welcome any suggestions you may have in additions or improvements. Following are some suggested Tournament level rules for greater realism in your scenarios.





## TOURNAMENT LEVEL RULES

The tournament level expands the Five Worlds' different capabilities in air support and Infantry Units. The Starfighter chart shows the different capabilities of the individual Starfighters. The speed given the starfighters is the maximum speed they can travel on the playing surface and still fire their weapons at ground targets. They can move at higher speeds, but if they do, they must leave the playing area and not return for ten turns.

The Raatac (Robotic Armed and Armored Tactical Attack Computer) Chart shows the capabilities of the Five Worlds' elite ground forces. Note that the chart gives the percentage of Raatacs normally found in the ground forces as opposed to normal Infantry Units. You will find that these elite forces have their purposes and should not be wasted in impossible situations. They can be decisive in difficult situations and also excellent in rear-guard actions.

### STARFIGHTERS

|            | Armor<br>Classifications | Laser<br>Weapons | Particle<br>Weapons (ROB) | Speed |
|------------|--------------------------|------------------|---------------------------|-------|
| TERRAN     | <b>E</b>                 | ONE HEAVY        | 4 (4)                     | 20    |
| ENTOMALIAN | <b>F</b>                 | ONE MEDIUM       | 3 (3)                     | 20    |
| AVARIAN    | <b>E</b>                 | ONE HEAVY        | 4 (4)                     | 24    |
| AQUARIAN   | <b>D</b>                 | ONE MEDIUM       | 4 (4)                     | 18    |
| CARNIVORES | <b>F</b>                 | TWO LIGHT        | 6 (6)                     | 18    |

NOTE. Particle Weapons may be launched one at a time or all at once. Use Table #1 for firing the lasers and PW's.



## RAATAC's

|            | Armor<br>Classifications | Laser<br>Weapons        | Particle Weapon<br>Launchers (ROB) | Speed | Divisions<br>% of RAATACs |
|------------|--------------------------|-------------------------|------------------------------------|-------|---------------------------|
| TERRAN     | <b>F</b>                 | ONE HEAVY<br>ONE MEDIUM | 1 (4)                              | 1     | 25%                       |
| ENTOMALIAN | <b>G</b>                 | ONE MEDIUM<br>ONE LIGHT | 1 (4)                              | 1     | 15%                       |
| AVARIAN    | <b>G</b>                 | ONE HEAVY<br>ONE LIGHT  | 1 (4)                              | 2     | 20%                       |
| AQUARIAN   | <b>F</b>                 | ONE MEDIUM<br>ONE LIGHT | 1 (4)                              | 1     | 20%                       |
| CARNIVORES | <b>G</b>                 | TWO MEDIUM              | 2 (6)                              | 1     | 25%                       |

NOTE. Use Table #1 under Infantry and Entrenched Infantry for firing laser weapons. Heavy, medium and light designations are used for penetration purposes only. The regular PW section is used for firing particle weapons.

## ATMOSPHERIC TRANSPORTS

Each world has a set of spaceships used to transport troops and other light supplies. They are capable of light-speed and also atmospheric descent. They may be used to lift troops and other supplies from a mother transport off-planet or travel from planet to planet. They may be used to transfer troops from one theater to another, or be standing by with reserves to fly to the front lines.

Transports may be attacked by starfighters while airborne or on the ground using the same combat system used with the other units in the game. Transports may also be destroyed by vehicles or infantry but only in the landing and ascent stages. A player must announce when a transport is landing or ascending at the beginning of the movement turn. The ship is not placed until all other ground vehicles have moved. If it survives the following round of combat it has escaped or landed its troops.

Upon lifting off or descending a transport may be attacked by starfighters. Aerial combat takes place until one side is destroyed or retires. Transports may be escorted by starfighters. In this case attacking starfighters must engage defending starfighters on a one-to-one basis. Any attacking starfighters left over may then engage the transport. Transports may fire their lasers as many times as desired.

Upon landing, a transport may be attacked by any unit within range. If it survives that round of combat, it may unload all its cargo. The transport may fire at any units within range while it is on the ground. The following chart gives the Five Worlds' Transports capabilities.



TRANSPORTS CHARACTERISTICS

|                        | Armor<br>Classifications | Laser<br>Weapons         | Particle<br>Weapons (ROB) | Speed | IU's & RAATACs<br>Capacity |
|------------------------|--------------------------|--------------------------|---------------------------|-------|----------------------------|
| TERRAN                 | B                        | TWO HEAVY<br>TWO LIGHT   | 2 (2)                     | 18    | 5                          |
| ENTOMALIAN<br>(LOCUST) | D                        | TWO HEAVY<br>THREE LIGHT | 2 (2)                     | 18    | 4                          |
| AVARIAN<br>(TURKEY)    | B                        | FOUR LIGHT               | 2 (2)                     | 22    | 5                          |
| AQUARIAN               | B                        | TWO MEDIUM<br>TWO LIGHT  | 2 (2)                     | 16    | 4                          |
| CARNIVORAN             | C                        | ONE MEDIUM<br>TWO LIGHT  | 4 (4)                     | 16    | 4                          |

TERRAIN EFFECTS

Certain terrain features may limit a Maatac's ability; to move at its maximum rated speed. Each Empire's Maatac's are designed for maximum efficiency and speed in that Empire's natural habitat. When attacking in terrain that is not favorable to your vehicles, you may find any speed advantages nullified. The following table indicates the maximum speed a Maatac may travel in these environments.

|                          | Terran | Entomolian | Avarian | Carnivore | Aquarian |
|--------------------------|--------|------------|---------|-----------|----------|
| Plains/<br>Rolling hills | 8      | 8          | 8       | 8         | 8        |
| Heavy Woods              | 3      | 4          | 2       | 3         | 2        |
| Mountains                | 1      | 2          | 1       | 1         | 0        |
| Swamp/Marsh              | 2      | 3          | 8       | 3         | 8        |
| Jungle                   | 1      | 2          | 1       | 2         | 1        |
| River                    | 2      | 4          | 8       | 2         | 8        |
| Ocean                    | 0      | 0          | 8*      | 0         | 8        |

\*The Avarians may operate on the surface but may not operate under water.

NOTE: Terrain restrictions do not apply to the RAATACs but they do affect regular infantry. RAATACs may pursue vehicles in any environment.



# Sample Play Chart

| UNIT OR VEHICLE #    |                 | STALKER  | HEAVY LASERS              | <del>6</del> | <del>5</del> | <del>4</del> | <del>3</del> | <del>2</del> | 1 | 0 |
|----------------------|-----------------|----------|---------------------------|--------------|--------------|--------------|--------------|--------------|---|---|
| ARMOR CLASSIFICATION | BASIC:          | A        | MEDIUM LASERS             | <del>6</del> | <del>5</del> | <del>4</del> | <del>3</del> | <del>2</del> | 1 | 0 |
|                      | TURRET:         |          | LIGHT LASERS              | 6            | 5            | 4            | 3            | 2            | 1 | 0 |
|                      | HULL FRONT:     |          | Particle Weapon Launchers | 6            | 5            | 4            | 3            | 2            | 1 | 0 |
|                      | HULL SIDE/REAR: |          | ROUNDS ON BOARD           |              |              |              |              |              |   |   |
|                      |                 | SPEED: 4 | MOBILITY FACTOR           | 6            | 5            | 4            | 3            | 2            | 1 | 0 |

| UNIT OR VEHICLE #    |                 | TARANTULA | HEAVY LASERS              | <del>6</del> | <del>5</del> | <del>4</del> | <del>3</del> | <del>2</del> | 1 | 0 |
|----------------------|-----------------|-----------|---------------------------|--------------|--------------|--------------|--------------|--------------|---|---|
| ARMOR CLASSIFICATION | BASIC:          | A         | MEDIUM LASERS             | <del>6</del> | <del>5</del> | <del>4</del> | <del>3</del> | <del>2</del> | 1 | 0 |
|                      | TURRET:         |           | LIGHT LASERS              | 6            | 5            | 4            | 3            | 2            | 1 | 0 |
|                      | HULL FRONT:     |           | Particle Weapon Launchers | 6            | 5            | 4            | 3            | 2            | 1 | 0 |
|                      | HULL SIDE/REAR: |           | ROUNDS ON BOARD           |              |              |              |              |              |   |   |
|                      |                 | SPEED: 3  | MOBILITY FACTOR           | 6            | 5            | 4            | 3            | 2            | 1 | 0 |

This is an example of play in the basic game using the Carnivore MAATAC “STALKER” and the Entomalian MAATAC “TARANTULA”. Note that we use only the basic armor factor and heavy and medium lasers.

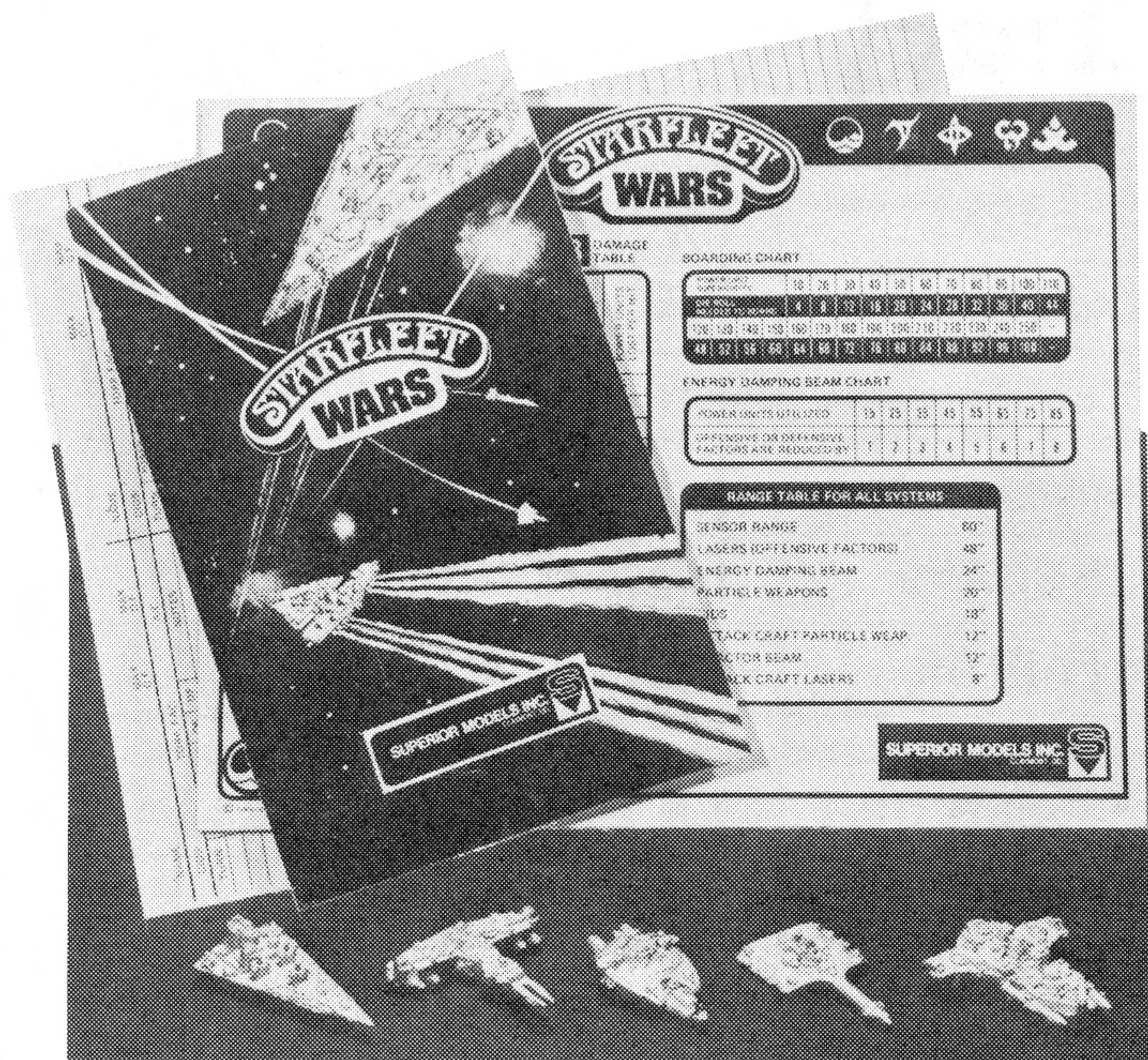
**Turn #1** While on recon patrol the STALKER spots a TARANTULA at a range of 22 inches. Both fire only their heavy lasers because the medium lasers are not yet in range. The TARANTULA rolls a 7 on the firing die while the STALKER rolls a 4. Both are less than the minimum die roll of 9 needed to score a hit as given in the firing table (Table #1).

**Turn #2** Both vehicles move, closing the range to 15 inches. Medium and heavy lasers are both in range. TARANTULA rolls a 6 on the firing die and an 8 with the damage die for its heavy laser. A hit was achieved on a gun of the STALKER. (Table #2) STALKER loses its heavy laser and an X is placed through the 1 on the heavy laser section of the engagement sheet. The TARANTULA misses with its medium laser. STALKER may fire its heavy laser this turn since firing is considered simultaneous. Both heavy and medium lasers miss.

**Turn #3** STALKER chooses not to move while the TARANTULA closes the range to 12 inches. TARANTULA fires both weapons, achieving hits with both. A hull hit is made with the heavy laser and a mobility hit with the medium laser. The two twenty sided dice are rolled again to see if the hull was penetrated. A 68 is rolled, less than the 80 needed to achieve penetration. (Table #3). STALKER is not destroyed but may not move for the remainder of the game.

In her firing turn STALKER rolls a 6 on the firing die with her medium laser (the heavy laser was knocked out in turn 2). This is less than the minimum die roll of 7 needed to score a hit, but STALKER adds one to the firing die since it did not move. The 6 becomes a 7 and hit is obtained. The damage table die roll was a 3 indicating a turret hit. The two die are re-rolled and compared to the penetration table. A 96 was rolled, greater than the 88 needed to penetrate class “A” armor by a medium laser. The TARANTULA’S turret has been penetrated and the vehicle destroyed. The STALKER will remain immobile for the rest of the game with her heavy laser knocked out.





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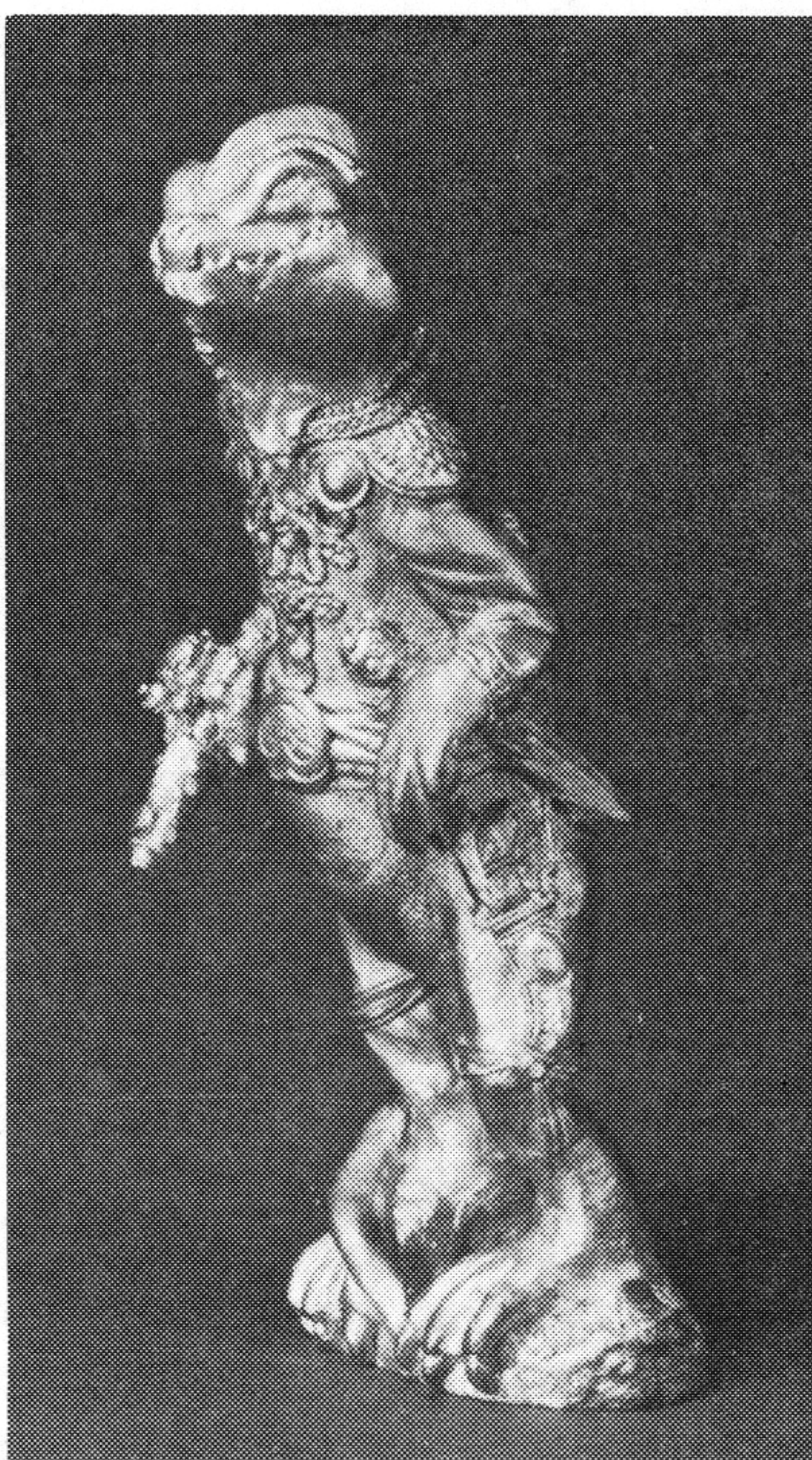
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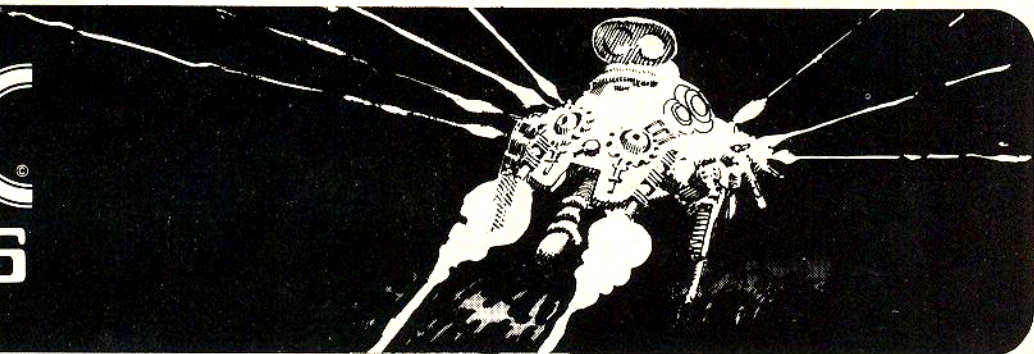


|                         |                      |                           |   |   |   |   |   |   |   |
|-------------------------|----------------------|---------------------------|---|---|---|---|---|---|---|
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| ARMOR<br>CLASSIFICATION | UNIT OR<br>VEHICLE # | HEAVY LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | BASIC:               | MEDIUM LASERS             | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | TURRET:              | LIGHT LASERS              | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL FRONT:          | Particle Weapon Launchers | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|                         | HULL SIDE/REAR:      | ROUNDS ON BOARD           |   |   |   |   |   |   |   |
|                         | SPEED:               | MOBILITY FACTOR           | 6 | 5 | 4 | 3 | 2 | 1 | 0 |



# MAATAC

## DATA TABLES



### 1 FIRING

| RANGE IN INCHES     | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
|---------------------|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| HEAVY LASER         | 0 | 0 | 0 | 1 | 1 | 2 | 2 | 3 | 3 | 3  | 4  | 4  | 5  | 5  | 5  | 6  | 6  | 7  | 7  | 8  | 8  | 9  | 9  | 9  |
| MEDIUM LASER        | 0 | 0 | 1 | 2 | 3 | 4 | 4 | 5 | 5 | 6  | 6  | 7  | 7  | 7  | 8  | 8  | 9  | 9  |    |    |    |    |    |    |
| LIGHT LASER         | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 7 | 8  | 8  | 9  | 9  |    |    |    |    |    |    |    |    |    |    |    |
| PARTICLE WEAPONS    | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 6 | 6 | 7  | 7  | 8  | 8  | 9  | 9  |    |    |    |    |    |    |    |    |    |
| INFANTRY            | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 7 | 8  | 9  |    |    |    |    |    |    |    |    |    |    |    |    |    |
| ENTRENCHED INFANTRY | 0 | 0 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 6  | 7  |    |    |    |    |    |    |    |    |    |    |    |    |    |

NOTE: The number in the boxes in the Firing Table represent the minimum die roll needed to achieve a hit. Vehicles electing not to move may add one to their die rolls. Fortifications constructed during or prior to the game may NOT subtract one from their die rolls.

### 2 DAMAGE

| DIE ROLL | SECTION OF VEHICLE HIT   | SECTION OF FORTIFICATION HIT                                   |
|----------|--------------------------|----------------------------------------------------------------|
| 0        | Mobility                 | Infantry Unit                                                  |
| 1        | Mobility                 | Infantry Unit                                                  |
| 2        | Turret                   | Check Table #3<br>(Penetration)<br>for possible<br>destruction |
| 3        | Turret                   |                                                                |
| 4        | Hull                     |                                                                |
| 5        | Hull                     |                                                                |
| 6        | Hull                     | Gun                                                            |
| 7        | Hull                     |                                                                |
| 8        | Gun                      | Gun                                                            |
| 9        | Particle Weapon Launcher | Particle Weapon Launcher                                       |

### 3 PENETRATION

| ARMOR CLASSIFICATION | A  | B  | C  | D  | E  | F  | G  | H  |
|----------------------|----|----|----|----|----|----|----|----|
| Heavy Laser          | 80 | 75 | 70 | 60 | 50 | 40 | 30 | 15 |
| Medium Laser         | 88 | 82 | 79 | 76 | 70 | 64 | 58 | 50 |
| Light Laser          | 94 | 91 | 89 | 87 | 83 | 78 | 73 | 67 |
| Particle Weapon      | 90 | 87 | 84 | 80 | 75 | 70 | 63 | 55 |

NOTE The number in the boxes represents the minimum die roll needed to achieve penetration.

### 4 MINE

| MINIMUM DIE ROLL NEEDED FOR DETONATION | 1 | 2 | 3 | 4 | 5 |
|----------------------------------------|---|---|---|---|---|
| MINE FACTORS PER SQUARE (4 SQ. INCHES) | 8 | 6 | 4 | 2 | 0 |

### 5 FORTIFICATION

| Minimum number of turns for construction | 10                 | 20                             | 30                             | 40                             |
|------------------------------------------|--------------------|--------------------------------|--------------------------------|--------------------------------|
| Armor Classification                     | F                  | E                              | D                              | C                              |
| Laser Weapons                            | 1 Heavy<br>1 Light | 2 Heavy<br>1 Medium<br>2 Light | 3 Heavy<br>2 Medium<br>4 Light | 4 Heavy<br>3 Medium<br>6 Light |

NOTE: Infantry units stationed inside the fortification may add their firepower to the fortifications firepower.

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